This is it..

June 4, 2016 by Ratbat

^ I need to be like this guy, he really knows his shit. I need to really think outside of the box if I'm going to survive the math of the board exam. Its coming, I'm graduating on the 25th of June, please pray your ass off for me. This is it..

Anime completed:

Welcome to the NHK: It was at times hard to get through this one, But I did and I am better for it. This show is a slice of life comedy about the "NEET's" or "HIKIKOMORI" basically shut-ins, recluses, and socially mal-adjusted otaku culture that is becoming an issue in japan. it follows the life of a man named Sato who through various reasons goes crazy and becomes a hikikomori and stews in his own juices going through the various phases of extreme social anxiety that are the cause of ones life crumbling to pieces. It hits home in a lot of ways, because of my own troubles following the 2011 loss of my old job where I was content to live off unemployment until the bitter end(depression is a bitch). This was a bad time for me emotionally, But I got picked up and dusted off by a family member leading to the future I have today. For the character Sato, he has a small cadre of people who come into his life and are just as fucked up as he is if not more so. Through getting into trouble with these extremely down trodden people does he find the courage to leave his apartment and become a productive member of society. If you think this doesnt make for a compelling anime then your wrong.. It doesn't get anymore true to life then this. 24 episodes by famed studio Gonzo, give it a look see if your hungry for something serious. A

The garden of words: This is the most detailed and beautiful animated CG/ animation combo anime you will ever see. A short 30 minute story about a high ɔol boys relationship with a teacher is more of a demo of how far animation has come and what it can truly be with a lot of hard ass fucking work. (A for the

animation, C+ for the story)

Letter to Momo: This anime was done by the guy who directed JIN-ROH, and makes a heavy knod towards the whimsy of studio Ghibli . A 1 hr 40 minute tale of a girl who leaves Tokyo with her mom to the islands after the death of her father, and discovers life in the rural town of her grandparents. Except she is followed by Demons only she can see, who are determined to report on her to the heavens. Hilarity ensues. I loved this one. A

I have no desire to play Overwatch, But the character designs are pretty awesome. Its got robots too.

Shadowrun: Hong Kong complete. Just wanna say a few things about this, namely that my overall experience with the trilogy has been a positive one. This game takes place in HongKong like the name suggests, and you take on a new cast of shadowrunners to be your family. I choose an elf mage/shaman/swordsman this time because I choose a human Decker master last time. I played the game on normal up until a certain bugged part of the game where I was forced to open up debug mode and cheat inorder to bypass the bug and get to the next level. I realize the difficulty of this game may be slightly higher then the previous 2 games, Returns, and dragonfall, but we'll never know because I relly never turned off debug mode for much of the rest of the game. (Witcher 3's blood n wine expansion was coming and I really wanted to play that above everything else.) The characterization and scenario writing in this game was improved over the last 2 games, the matrix got a face lift,

provided you picked up the extended edition off steam you could get a bonus
.ıpaign to play after you beat the main game. There is a lot to unpack for a

supposed “15” hour game. My advice to someone thinking about starting this game is to make this your ‘2nd” game if you are playing the trilogy through because the story line in it is not as strong as dragonfall. Plus there are a few nods in this game to the events that happened in dragonfall to make your experience of that one richer. Their is not much else to say other then give a summery of my personal opinion, and that is i felt the story was very strong up untill 3/4rths of the game.. and then the ending is kinda anti climactic. The last fight did not give me the kind of ending payoff I was looking for, Maybe that’s just me. 2 kids raised by a mysterious Chinese man in Seattle are summoned back to HongKong to solve the case around his possible death/disappearance while the local police force have put out an order to kill you on sight thinking you are members of a terrorist organization. You must join the employ of the local Triad chapter in order to find your father and put a stop to the terrible nightmares flowing from the Kowloon walled city beyond. Its not a bad game, I give it a B

Lasty, Ive been talking with a couple people on what to highlight as the “weakness” of the Machine folk in Atoll Lab. As I have said before, it is extremely important that each “race” of people have their limits or failings. Something to keep them from being OP as compared to humans because that really makes for more interesting and diverse story telling. It becomes too easy to say that the object of your desires (Machines) are just naturally better then the people(humanity) who make you nervous day after day in reality. Real races of people tend to fall into shades of gray, not black n’ white. Sure they come about based on direct alien influence, but Dire folk are still creatures bound by the laws of the planet, in order to survive it should be logical to try and work together. So how should I do this? well I have tried thinking about how to make humans and machines compliment each other by putting them into category of good and bad.

Humans (Good): Have the power of imagination, creativity, adaptability, rovisation, can be Jack-of-all-trades or masters, empathetic, Innovative, lower-

cost of living.

Humans (Bad): Physically frail, Short lifespan, Illogical, impulsive, Irrational, fallible, Malleable.

Machine folk (Bad): Lack of adaptability, Rigid thinking, Obsessive compulsive, Presumptuous, Highly specialized, fallible, Higher cost of living, unnatural**

Machine folk (Good) : Physically strong, Longer lifespan, Higher memory capacity, empathetic, Lawful, Regenerative, Born with some level of inherited mastery.

***This is not to say that both races don't posses some % of good and bad from each others list, but when noted, they are especially prone to said trait.**

Let me know what you guys think? is this enough? Or have I not gone far enough?

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14 COMMENTS
Gingyflame 8 years ago

Member

But I do that.., well not on television but I kiss my car. And hell yeah I'd kiss my tank if I had one.

Kiss that bitch fuckin' everywhere..,

Reply

Member

WingedTank 8 years ago

Nah, of course I liked machines, but I hadn't known people agree with me. Until I found you I thought I belonged with the nutjobs that french-kiss their car on TV-channels for attention.

Reply

Member

WingedTank 8 years ago

You've taught me to love machines. <3

Reply

Author

Ratbat 8 years ago

Reply to WingedTank

you didn't like machines before? I snooped your site. you were into transformers wernt you?

Reply

Member

WingedTank 8 years ago

But Ratbat, you're my senpai.

Reply

Author

Ratbat 8 years ago

Reply to WingedTank

How can I be your sempai? I haven't taught you anything! Xp

Reply

Member

WingedTank 8 years ago

Good luck on your finals, friend! (Even though I know my comment is rather late. :o)

Hey, Ms Ratbat! I wanted to back you up on Patreon but it seems I have to input a credit card rather than being able to pay using PayPal like I'm used to. I'm a big fan of your work (You probably get that a

lot) and wanted to support you, so I'm a little stumped as on how.

Stay great!

Reply

Author

Ratbat 8 years ago

Reply to WingedTank

I think you have to use a credit card for patreon. If your just looking for a paypal donation link, I have one. https://www.paypal.com/us/cgi-bin/webscr?cmd=_flow&SESSION=5nfSRIJOhQn6dzkKKKs0ORqisNVPAkq09R4oASiIY-VCsFl5BUhzyb7MFsu&dispatch=50a222a57771920b6a3d7b606239e4d529b525e0b7e69bf0224adecfb0124e9b61f737ba21b08198163eee001d8a5bd337af8e5197b2a388 I think I should at least get to know you first tho before you start spending your coin on me XD . just enjoy the site for a while, and then decide if you want to help out.

Reply

Guest

SGTGunner 8 years ago

Good luck! You will do well on your finals. I hope that you will get back to digital drawing soon. It was great to catch up and talk creative stuff.

Thanks for the mention on the PL-01 tank too.

Let me know when you are back to being on teamspeak and broadcasting too.

CIAO!

Reply

Author

Ratbat 8 years ago

Reply to SGTGunner

I'll be done with everything on the 22nd! Miss you <3

Reply

Guest

Jadex 8 years ago

Hope you do well on finals! I can only imagine how much of a

nightmare some finals can be.
Agreeing with Iron, machines would probably require that much more to live. Imagine every public building needing to be rebuilt to support the weight and sizing of a variety of machines. That trait list seems pretty good, and if you think of anything you can always add it to the list.
And yes Overwatch does have robots! Bastion there is adorable and an asshole. Even if shooters aren't your thing, Overwatch has some pretty cool backstory.
And smol tanks are smol.

Reply

Guest

Iron 8 years ago

Good luck on finals! Soon you'll be free!

As for demi-kind and dires, I always imagined that, logistically, they'd be at a distinct disadvantage. They're massive, extremely heavy, and probably lack the reaction time of humans due to their increased mass and size, as well. Not to mention, they need to consume huge amounts of "food" to keep themselves sustained (granted, you've mentioned that demis can eat just about anything, but for dires that need specific fuels this would be a problem), and they prefer/need food/fuel that is difficult and expensive to produce in large quantities. Travelling on streets, roads, and inside buildings would be extremely taxing for them, as well, since their immense weight and size restricts their movement and they're constantly damaging anything they walk on. So, even not taking into consideration the mentality of a dire/demi, just living is a challenge for them; presumably, governments would have them pay ludicrously high taxes just to try and compensate for the unintentional damage and drain they'd cause on a nation's resources and infrastructure.

Reply

Author

Ratbat 8 years ago

Reply to Iron

That in itself is an interesting factor. Just being a machine folk is economically very expensive. Though machines would be employed more doing the things they generally did before they woke into life, Hauling, transporting, ferrying, pushing,

pulling, ect. Their food needs puts them at odds with the humans food needs. I bet you they put up sighs in the city for street weight limits like they do for truck clearance dimensions for bridges.

Reply

Member

GabsTheGabs 8 years ago

That comic :333 XDD

Reply

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